

FIG. 1

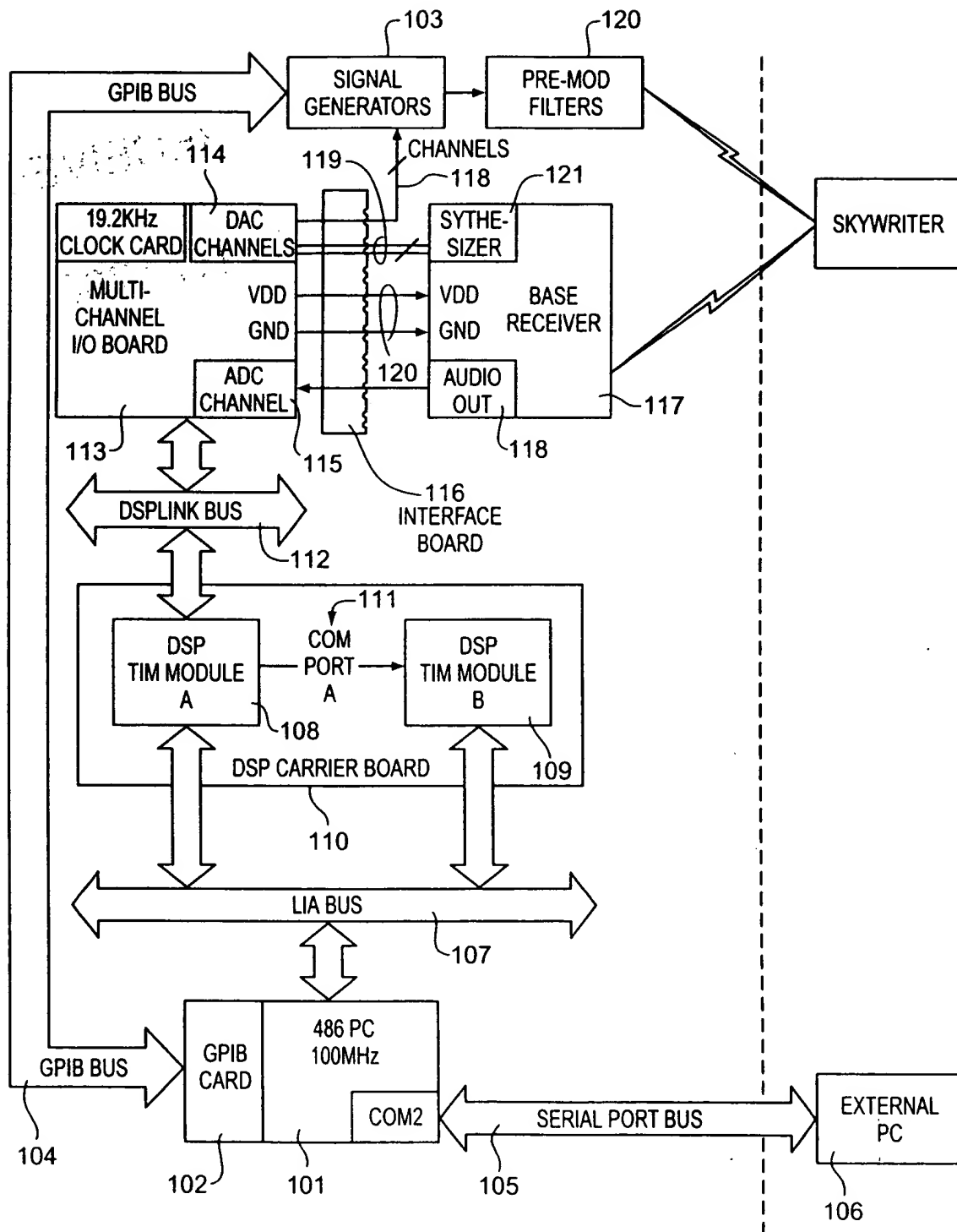


FIG. 2

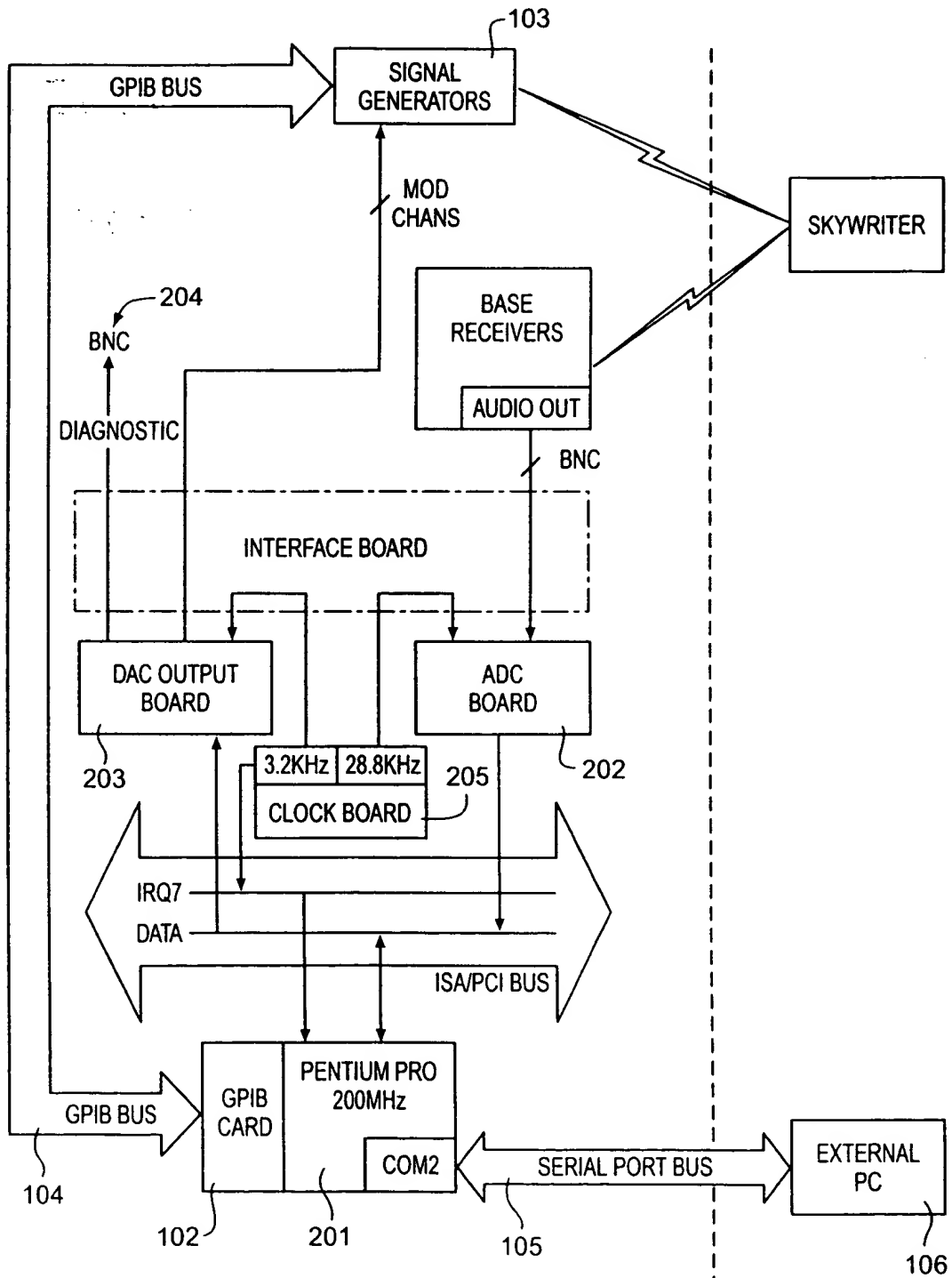


FIG. 3

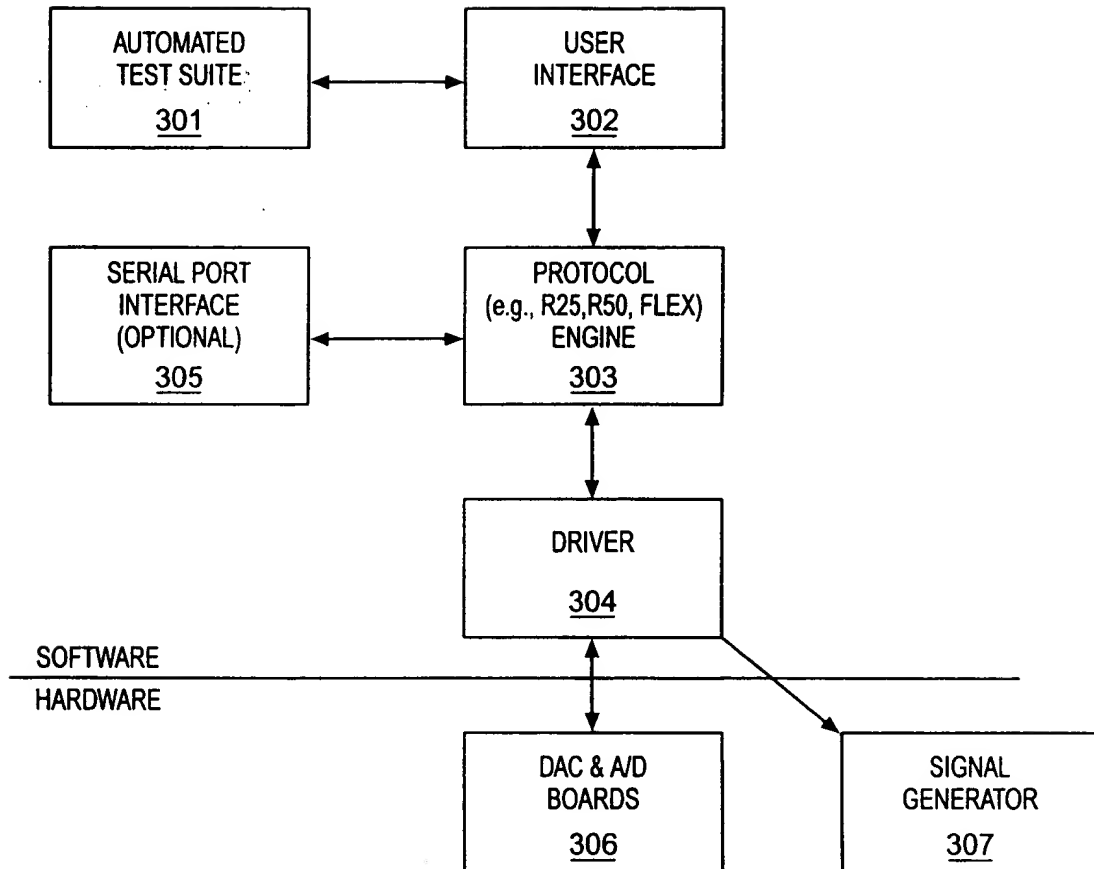


FIG. 4

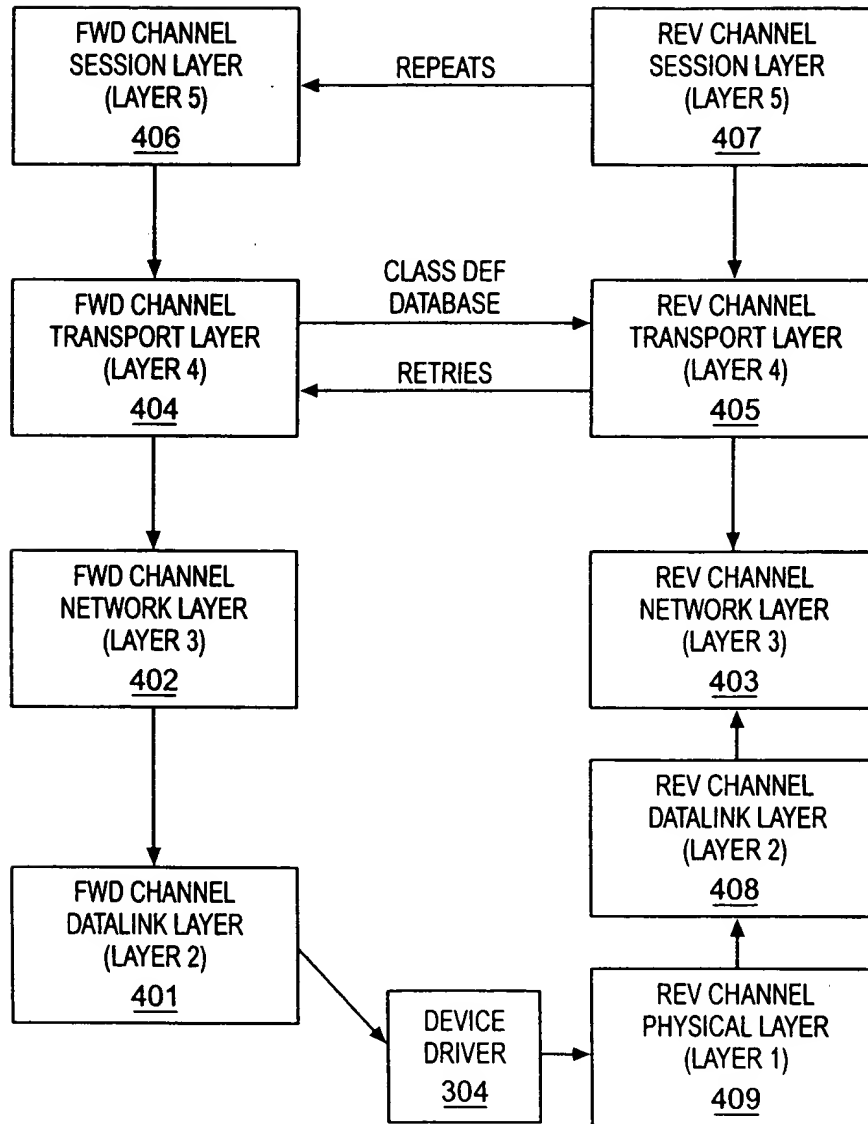
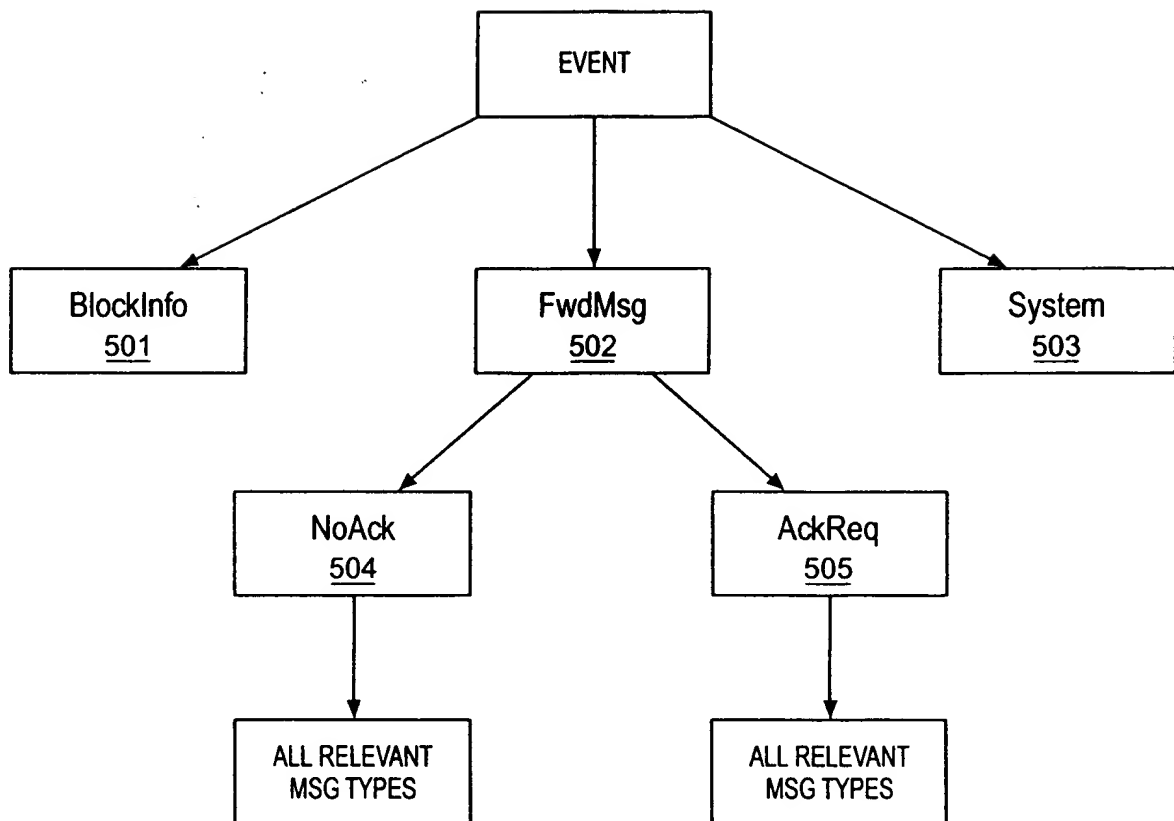


FIG. 5



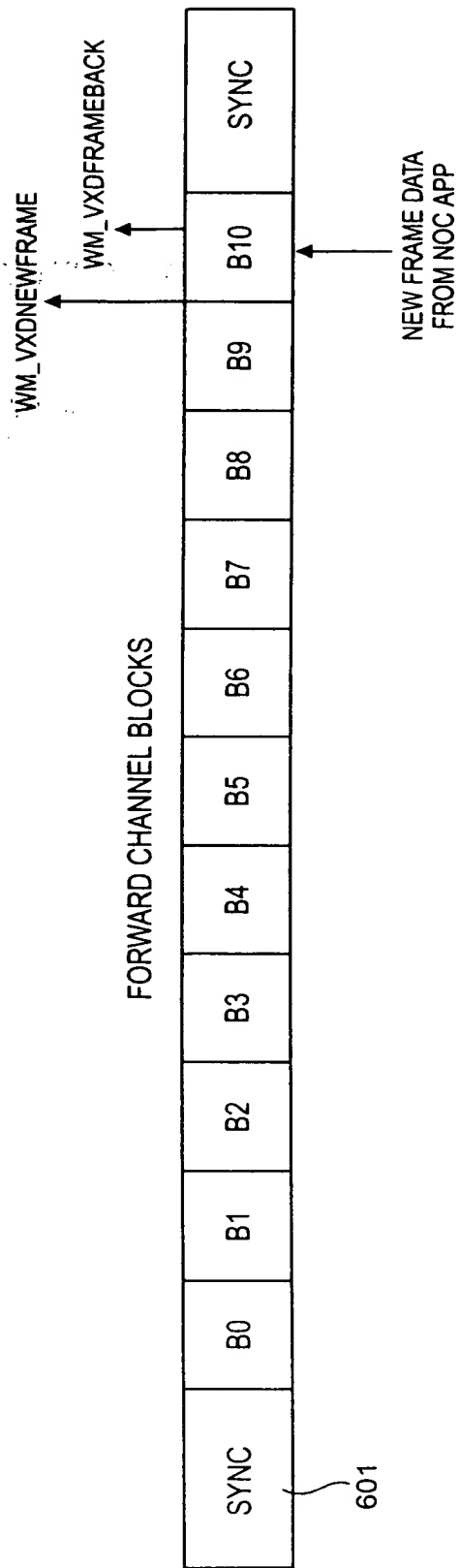


FIG. 6

TOP SECRET

REVERSE CHANNEL SLOTS

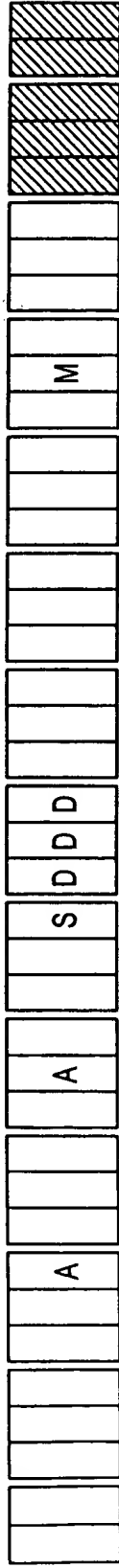


FIG. 7

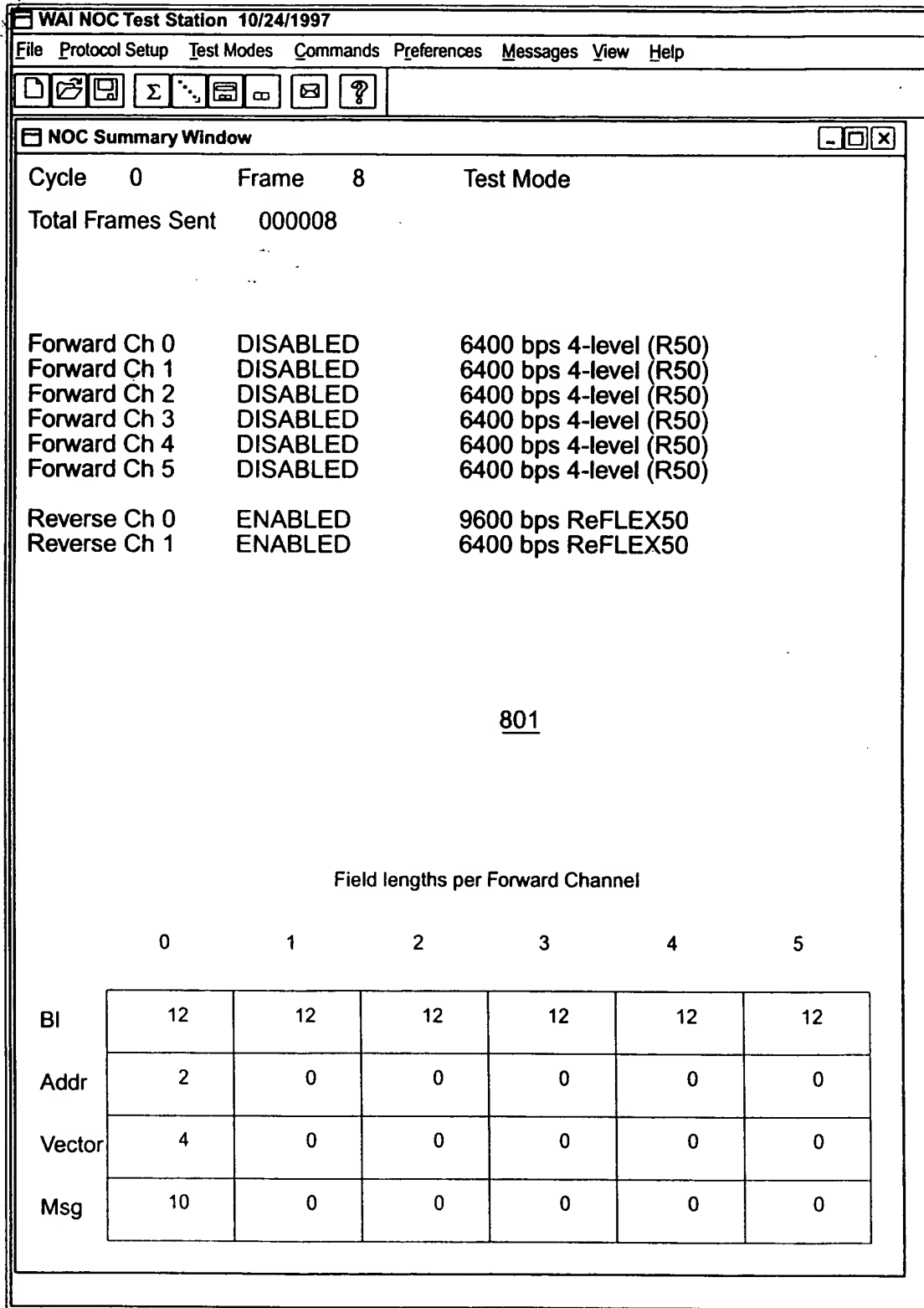


FIG. 8A

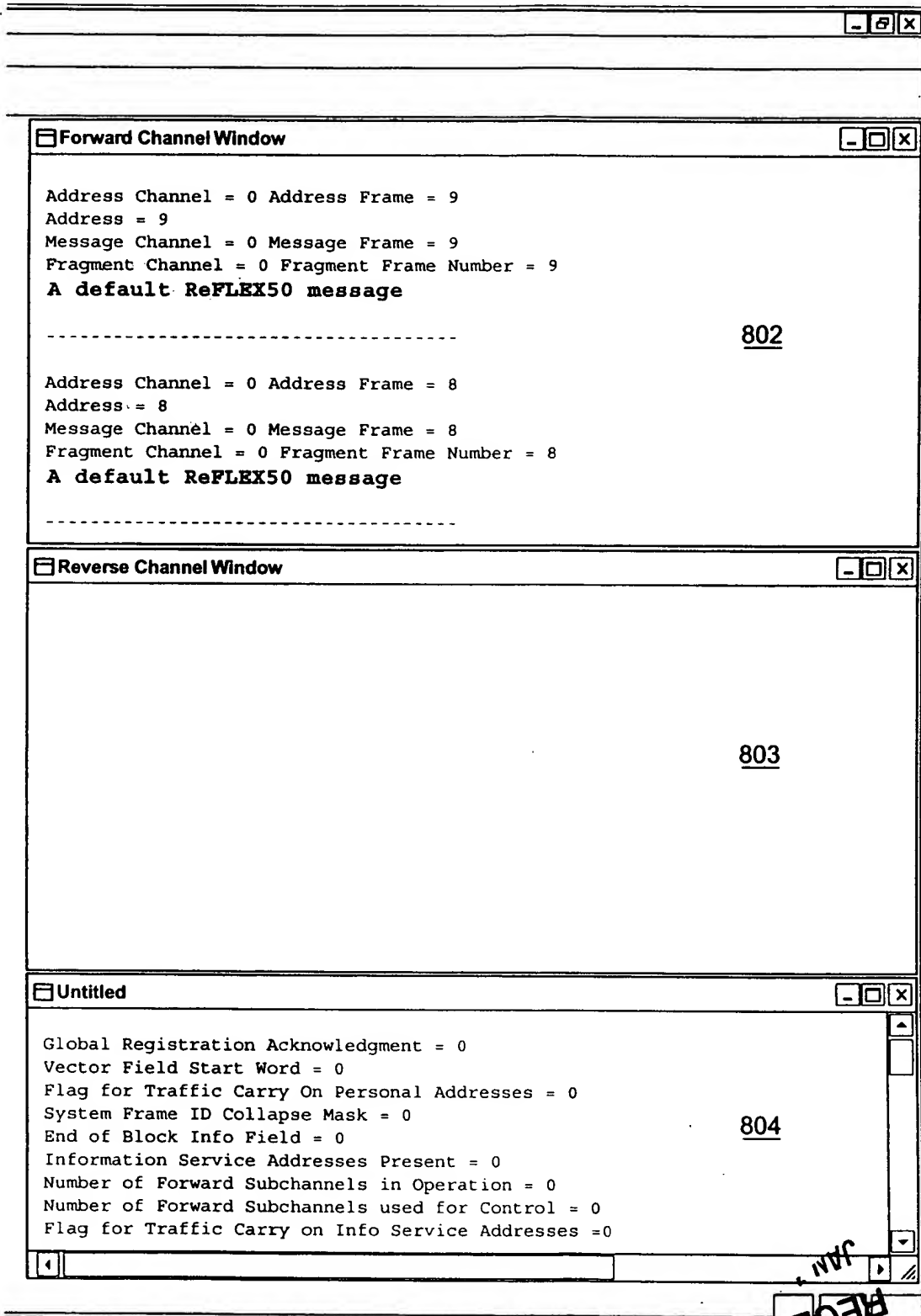


FIG. 8A-1

Forward Channel Tests [X]

Frame Speed Channel Number

Error Patterns:

A	<input type="text" value="0"/>	A Bar	<input type="text" value="0"/>
C	<input type="text" value="0"/>	C Bar	<input type="text" value="0"/>

Frame Information Word

B Bit Color Patterns

FIG. 8B

Select a detailed view for a R50 Block Information Words [X]

Double click on an empty square in the tree control to select the specific block information word. A check mark means the block information word is selected.

To change a value, point to the item in the tree control and then point or tab to the edit box and then type in a new value.

- Block Info Word 0
- Block Info Word 1
- FDD Ch 0 Config. Info
- FDD Ch 1 Config. Info
- FDD Ch 2 Config. Info
- FDD Ch 3 Config. Info
- FDD Ch 4 Config. Info
- FDD Ch 5 Config. Info
- FDD Ch 6 Config. Info
- FDD Ch 7 Config. Info
- Aloha Time-Out Period - 0
- Zone ID - 0
- Local Channel ID - 0
- Date and Day
- Month and Year
- Hour and Minute
- Time Zone

Value for block information word: 0

Channel Number: 0

OK

Cancel

FIG. 8C

Send a Message [X]

Address Message Vector Message Scheduling

Select Protocol Address Type

ReFlex25 Personal

Address

71304272 0x4400450

OK Cancel Apply

FIG. 8D

Send a Message [X]

Address Message Vector Message Scheduling

Select the type of message:

- Standard Numeric(No Response)
- Numeric Vector with Response
- Short Message/Tone Only
- HEX/Binary (Single Subchannel)
- HEX/Binary (Multiple Subchannel)
- Alphanumeric (Single Subchannel)**
- Command to PMU(Location Query)
- Secure Message (OTAP)

Select the type of Ack:

- No ACKS
- 1st Ack ALOHA, No 2nd ACK
- 1st Ack scheduled, No 2nd ACK
- 1st Ack scheduled, 2nd ACK ALOHA

☐ MCR

☐ Canned Message

☐ Unprintable ASCII character

OK Cancel Apply

FIG. 8E

Send a Message [X]

Address Message Vector Message Scheduling

Message Fragment

message1
message2
message3
message4
message5
message6
message7
message8

Number of message
fragments to send
1 ▾

OK Cancel Apply

FIG. 8F